

Structure of the units of work

Every unit of work in the Teach Computing Curriculum contains: a unit overview; a learning graph, to show the progression of skills and concepts in a unit; lesson content – including a detailed lesson plan, slides for learners, and all the resources you will need; and formative and summative assessment opportunities.

Teach Computing Curriculum overview

Brief overview

	Computing systems and networks ¹	Creating media	Programming A	Data and information	Creating media	Programming B
Year 1	Technology around us (1.1)*	Digital painting (1.2)	Moving a robot (1.3)	Grouping data (1.4)	Digital writing (1.5)	Programming animations (1.6)
Year 2	Information technology around us (2.1)	Digital photography (2.2)	Robot algorithms (2.3)	Pictograms (2.4)	Digital music (2.5)	Programming quizzes (2.6)

¹Networks are not part of the key stage 1 national curriculum for computing but the title is used as a strand across primary.

*The numbers in the brackets are a 'quick code' reference for each unit, e.g. 1.3 refers to the third Year 1 unit in the recommended teaching order.

Unit summaries

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 1	<p>Technology around us</p> <p>Recognising technology in school and using it responsibly.</p>	<p>Digital painting</p> <p>Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</p>	<p>Moving a robot</p> <p>Writing short algorithms and programs for floor robots, and predicting program outcomes.</p>	<p>Grouping data</p> <p>Exploring object labels, then using them to sort and group objects by properties.</p>	<p>Digital writing</p> <p>Using a computer to create and format text, before comparing to writing non-digitally.</p>	<p>Programming animations</p> <p>Designing and programming the movement of a character on screen to tell stories.</p>
Year 2	<p>Information technology around us</p> <p>Identifying IT and how its responsible use improves our world in school and beyond.</p>	<p>Digital photography</p> <p>Capturing and changing digital photographs for different purposes.</p>	<p>Robot algorithms</p> <p>Creating and debugging programs, and using logical reasoning to make predictions.</p>	<p>Pictograms</p> <p>Collecting data in tally charts and using attributes to organise and present data on a computer.</p>	<p>Digital music</p> <p>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p>	<p>Programming quizzes</p> <p>Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</p>